

BAD BOYS™

MIAMI TAKEDOWN



MANUAL



COLUMBIA
PICTURES



CRAVE+
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

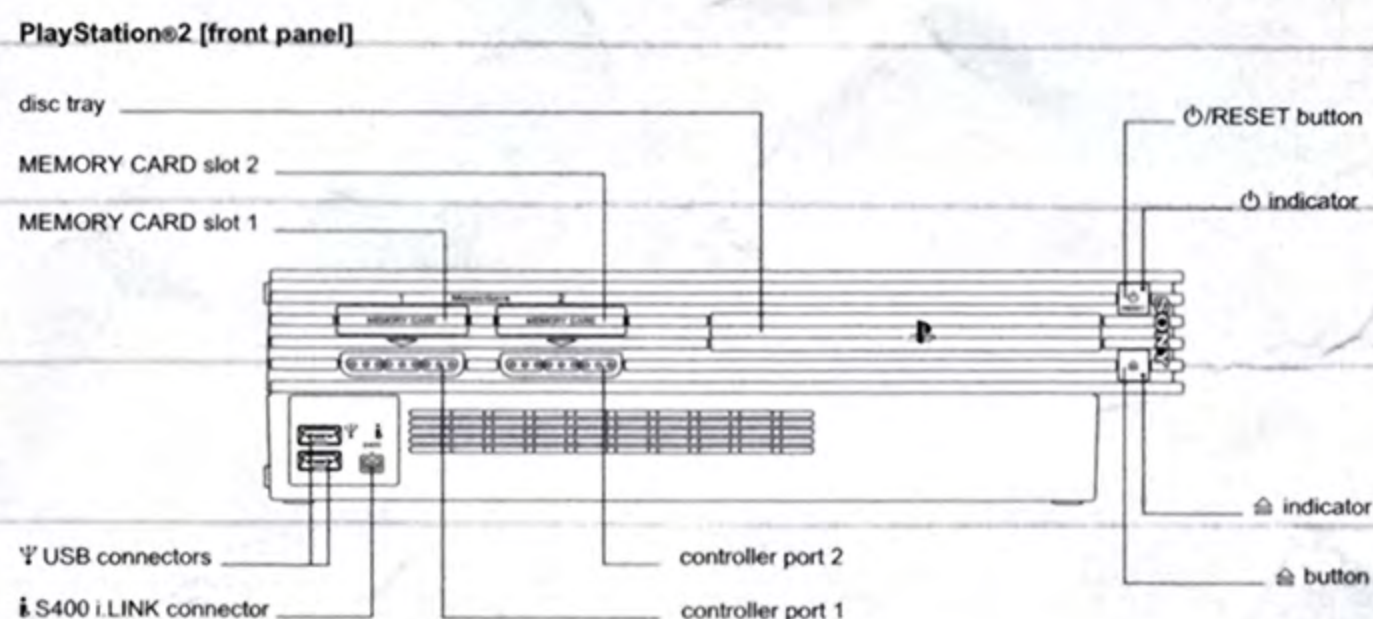
BAD BOYS™

MIAMI TAKEDOWN

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STARTING UP

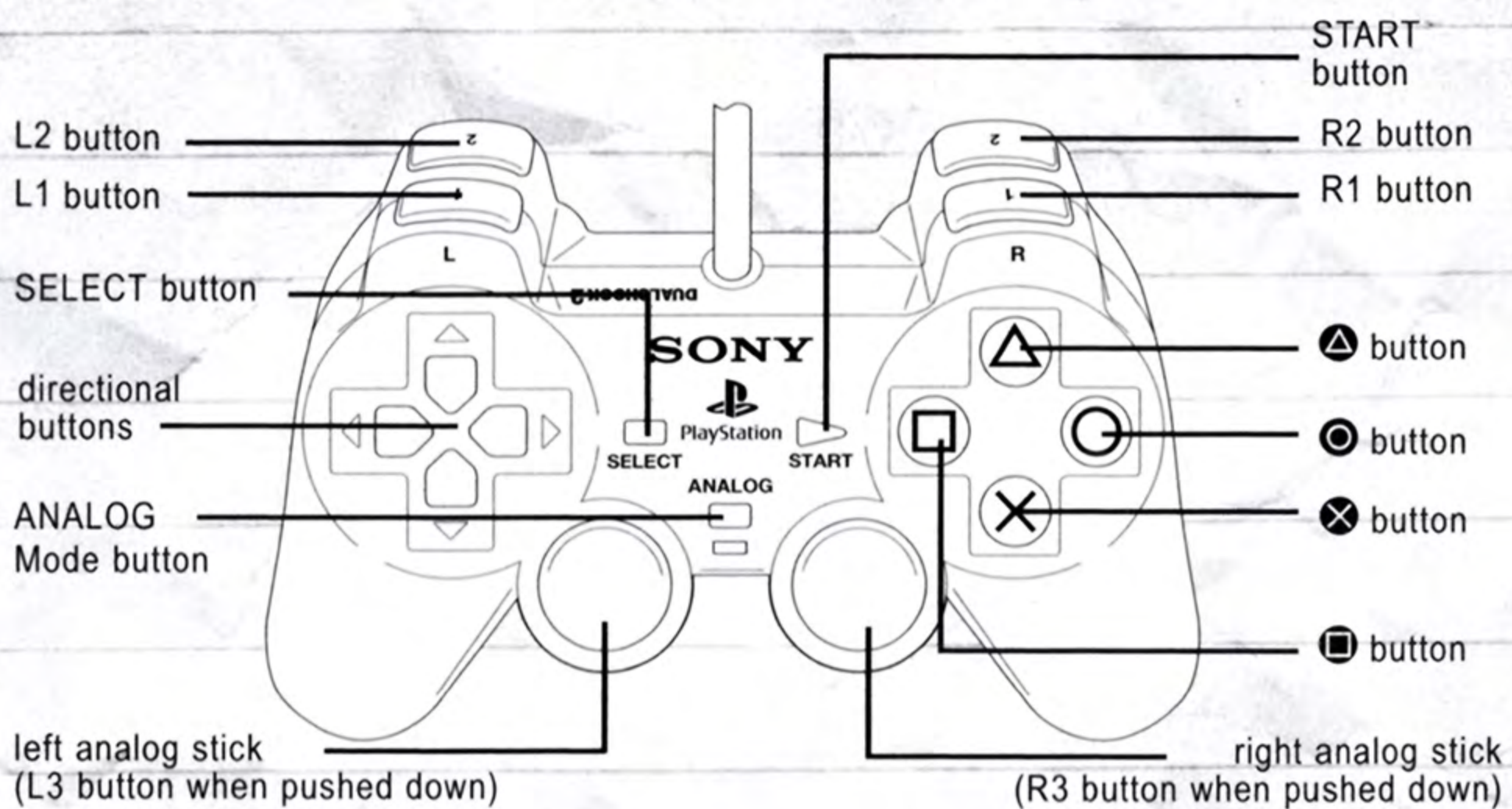


Set up your PlayStation[®]2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch, located on the back of the console, is turned on. Press the /RESET button. When the  indicator lights up, press the  button. Insert the BAD BOYS MIAMI TAKEDOWN disc on the disc tray with the label side facing up. Close the disc tray by pressing the  button. The BAD BOYS MIAMI TAKEDOWN disc will be recognized as a game disc, and the game will boot up automatically. Should the disc not boot-up automatically press the /RESET button on the console. Follow on-screen instructions and refer to this manual for information on using the software.

A memory card (8MB) (for PlayStation[®]2) with at least 125KB of free space is required to save game data. Please note: only MEMORY CARD slot 1 is supported.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation[®]2) before commencing play.

CONTROLS



DUALSHOCK®2 ANALOG CONTROLLER

COMMAND	EXPLORE MODE	COVER MODE
■	Enter Cover Mode	Exit Cover Mode
○	Throw Grenade	Throw Grenade
△	Swap Weapon/ Pick-Up Weapon	Swap Weapon
×	Duck/ Roll/ Kick Open Door	Zoom In/ Zoom Out
L1	Lock On Target	Lock On Target
R1	Fire Weapon	Fire Weapon
L2 or R2	Reload	Reload
R3	-	Zoom In/ Zoom Out
Left analog stick	Movement	Lean out from Cover
Right analog stick	Aim	Aim
Directional buttons	Movement	Lean out from Cover

COMMAND	SNIPER MODE (when carrying sniper rifle)
■	Enter/ Exit Sniper Mode
○	-
△	-
×	-
L1	Enter/ Exit Sniper Mode
L2 or R2	Reload
R1	Fire Weapon
Left analog stick	Zoom In/ Zoom Out
Right analog stick	Aim
Directional buttons	Zoom In/ Zoom Out

NAVIGATING THE MENUS

All menus within Bad Boys Miami Takedown are navigated in the same way.

Use the up and down directional buttons or the left analog stick to highlight the item/option you wish to select, and then press the **X** button to select it. To change an item when it is selected (for example, an option setting in the Setup Controls menu), use the left and right directional buttons or the left analog stick. Use the **△** button to go back to the previous menu screen.

BAD BOYS MIAMI TAKEDOWN

Over the past six months a powerful, new drug has been emerging in the Miami scene and it is spreading fast. Orchid has been pounced upon by the youth community for its short-lived euphoric effect, but there are some dangerous side effects. It's highly addictive, with long-term usage causing serious hallucinations; this has caused several bizarre deaths.

As key members of the Tactical Narcotics Team (TNT), you play Mike Lowrey and Marcus Burnett. You are familiar with the dangerous effects of the drug and with the highly organized brutality of the cartels that feed the market.

Most sinister has been the emergence of a legendary figure in the East coast drug scene, Tulio Mendoza. He has been spotted in Miami. As a general of the Columbian cartels he has massive resources under his control. It is certain there is only one reason for his presence, to snuff out the competition and dominate the market.

Mendoza is thought to have links worldwide, however there are rumors that in Miami he has created an alliance with the Russian Mafia. He has remained untouched by the law. His total disregard of human life is only matched by his desire to constantly consume the finest Cuban cigars...

STARTING THE GAME

When starting if a valid memory card (8MB) (for PlayStation®2) is already inserted in MEMORY CARD slot 1 then you can save your progress after each level, and if game data exists on the memory card (8MB) (for PlayStation®2) then you will be asked if you wish to load it.

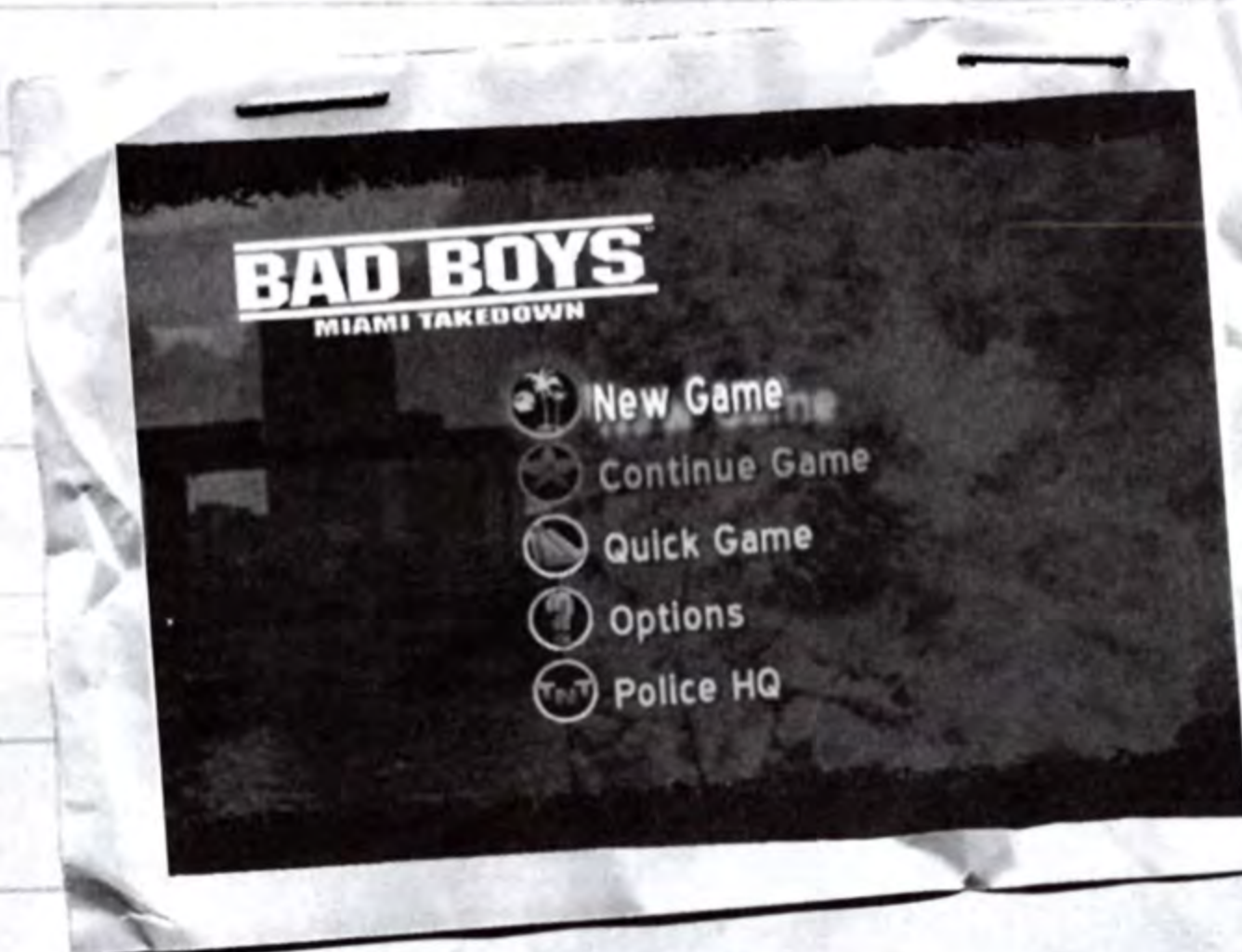
Once the introductory sequence is finished (or terminated by pressing the **ⓧ** button) the Title Screen is displayed. Press the START button to continue to the Main Menu.

If you have not played the game previously (or have no game data loaded) select the New Game option to begin playing straightaway.

If you have previously created game data, select the Continue Game option to carry on from where you left off.

THE MAIN MENU

There are five options on the Main Menu, some of which give access to the game and others to features and unlockable game options.



NEW GAME

Select this option to begin a new game, and start your investigation.

If a valid memory card (8MB) (for PlayStation®2) is already inserted in MEMORY CARD slot 1 you will be asked if you wish to save your progress after each level. Please see Saving and Loading p. 13.

CONTINUE GAME

If you have saved game data, select this option to continue your investigation.

QUICK GAME

If you have saved game data, select this option to replay areas that you have already completed. Find more evidence to unlock more secrets!

OPTIONS

The Options menu is divided into four sub-menus, allowing you to change various controls and audio options.

VIEW CONTROLLER LAYOUT

Show the controller configurations for the Explore, Cover and Sniper modes.

CONTROLLER SETUP

VIBRATION

Toggle the vibration function for the DUALSHOCK®2 analog controller.

INVERT Y AXIS

Toggle whether aiming is inverted in the Y Axis.

AUTO LEVELLING

Toggle whether the crosshair levels out while moving in Explore Mode.

SWAP AIM/MOVE CONTROL

Swap the aiming and movement functions between the left and right analog sticks.

SENSITIVITY

Change the control sensitivity.

SETUP AUDIO

The Setup Audio displays sliding bars allowing independent control of the volume of the Music, SFX and Speech. Use the directional buttons or left analog stick to increase or decrease the volume.

SUBTITLES

Toggle the subtitles on or off.

LOAD/ SAVE

The Load/ Save menu allows all game data to be loaded from or saved to your memory card (8MB) (for PlayStation®2).

POLICE HQ

The Police HQ provides options to practice your shooting skills, keep track of your progress, and select options that are progressively unlocked as you collect evidence during gameplay.

EVIDENCE

View the evidence you have gathered during your investigation and find out whether there are any outstanding items still to be found.

TARGET RANGE

Do you want to improve your shooting skills? Here you can blast away without endangering your partner!

GAME STATS

Check out your Police Records and see what kind of cop you are.

CHEATS

These are unlocked as you play through the game. Make sure you search for all the evidence!

CREDITS

Learn more about the game's creators.

THE PAUSE MENU

To pause the game, press the START button.

To resume the game, press the START button again or select Continue.

CONTROLLER SETUP

Change your control preferences. See Setup Controls on p.6.

SETUP AUDIO

Change the volume of the Music, SFX and Speech.
See Setup Audio on p.6.

RESTART STAGE

Restart the investigation, from the beginning of the stage.

QUIT TO MAIN MENU

Quit the investigation and return to the Main Menu.

Akimov, Kirill

17th April 1962

Money laundering
and racketeering.

Armed and dangerous.

Russian Mafia Leader

GAME PLAY

Policing the streets of Miami is dangerous work, but playing in turn as Mike Lowrey and Marcus Burnett you have the right stuff to take down the vicious criminals you meet.

Will you go in guns blazing or will you use cover to your best advantage? Will you be able to arrest and disarm criminals when under fire? Can you make sure your partner's back is covered?

GAMEPLAY SCREEN

Understanding the gameplay screen is the first step in becoming a Bad Boy.



Armor Gauge - Protective armor, a cop's closest friend. This stuff will stop bullets in their tracks, but if it takes too many hits it becomes useless.

Health Gauge - Let this gauge drop to zero and Captain Howard will be sending a letter to your closest relatives. Remember to use cover to avoid getting shot. Pick up first aid kits to recover health.

Partners Health Gauge - displays your partner's health. Let your partner's health drop to zero and the investigation is over.

Evidence - displays the evidence collected during the current mission.

Active Weapon - Displays the weapon you are holding with amount of bullets left in your current clip and total amount remaining.

Grenades - Displays your current number of grenades.

Collateral Damage - When you destroy the property of the city and the city's civilians, the dollar total that the police department will have to pay out increases. Captain Howard is not going to be happy...

Cop Meter - Indicates your current Bad Boy rating during each Act. Pick up evidence and disarm/arrest criminals to move towards Perfect Cop. Execute criminals and destroy your environment to move towards Bad Boy."

GAME MODES

During your investigation you can switch between two main Game Modes. Explore Mode allows you to explore the Miami environment and look for evidence whilst dispatching criminals. If the action gets heavy, use Cover Mode to take cover behind objects and scenery.

As your investigation progresses, there are two additional game modes: Sniper Mode and Boss Mode.

In Explore Mode you will see yellow Cover Points placed behind objects and scenery. Move close to a Cover Point and it will highlight orange. Now press the  button. You will move to the Cover Point and enter Cover Mode.

To exit Cover Mode, press the  button again, and you will return to Explore Mode.

EXPLORE MODE

This is the way to explore the mean streets of Miami. Investigate your world carefully, try to find evidence linking gang members to serious crimes and make sure no one gets the drop on you.



ACTION	BUTTON
MOVEMENT Push fully in direction of travel to run and half push to walk. Left/Right on the left analog stick activates strafing.	Left analog stick or directional buttons
AIM Push fully in a direction to aim the crosshair.	Right analog stick
FIRE WEAPON	R1
LOCK-ON TARGET When the crosshair is close to an enemy target it will indicate that target can be locked-on by changing color to orange. Hold down the L1 button and the crosshair will turn red and follow the target until you release the L1 button or your line of sight is obstructed.	L1
RELOAD Reload the weapon currently being used.	L2 or R2
ENTER COVER MODE Cover points are shown by circular indicators on the floor. If you plan to survive on the streets you'd better make use of these. Press the  button when you are close and you'll dive for cover.	
THROW GRENADE	
PICK-UP WEAPON/ SWAP WEAPON When standing close to a weapon pressing the  button will pick it up replacing your current heavy weapon. Note: you always retain your pistol and may only carry one additional weapon. If you have two weapons in your possession, you can swap between them by pressing the  button.	
DUCK/ ROLL/ KICK OPEN DOOR When stationary press the  button to duck, and press it again to stand up. While moving, press the  button to roll. You will roll in the appropriate direction. Note: You cannot roll backwards.	

COVER MODE



Using cover is the best way to protect yourself while taking down gun-toting criminals. When you're in cover enemies can't shoot you (unless they come in from behind). When you're leaning out of cover you present a reduced target to your enemies, greatly reducing their chance of hitting you, while you have the opportunity to kick some ass.

ACTION	BUTTON
LEAN OUT You can only fire at enemies if you are leaning out from behind cover. Push fully (and hold) to lean out. Center the left analog to stick to return to cover.	Left analog stick or directional buttons
AIM Push fully in a direction to aim the crosshair.	Right analog stick
FIRE WEAPON	R1
LOCK-ON TARGET When the crosshair is close to an enemy target it will indicate that target can be locked-on by changing color to orange. Hold down the L1 button and the crosshair will turn red and follow the target until you release the L1 button or your line of sight is obstructed.	L1
RELOAD Reload the weapon currently being used.	L2 or R2
EXIT COVER MODE Return to Explore mode.	□
THROW GRENADE	⊙
SWAP WEAPON If you have two weapons in your possession, you can swap between them by pressing the ▲ button.	▲
ZOOM IN/ ZOOM OUT Press the R3 or ⊗ button to zoom in. Note: Different weapons will allow different degrees of zoom.	⊗ or R3

SNIPER MODE

If you have the sniper rifle, you can enter Sniper Mode. The only time you'll have to do this is when you're covering your partner from a distance.



ACTION	BUTTON
ZOOM IN/ ZOOM OUT Push up/ down on the left analog stick to zoom in/ zoom out.	Left analog stick or directional buttons
AIM Push fully in a direction to aim the crosshair.	Right analog stick
FIRE WEAPON	R1
RELOAD Reload the weapon currently being used.	L2 or R2
EXIT SNIPER MODE Return to Explore mode.	Ⓢ or L1

BOSS MODE

When fighting some Gang Leaders, you will find yourself in Boss Mode. In Boss Mode you will always be in a Cover Point. Press the Ⓢ button and on screen arrows will point to other available Cover Points (if any). Continuing to hold the Ⓢ button, use the left analog stick or directional buttons to move between Cover Points.

ARRESTING AND DISARMING CRIMINALS

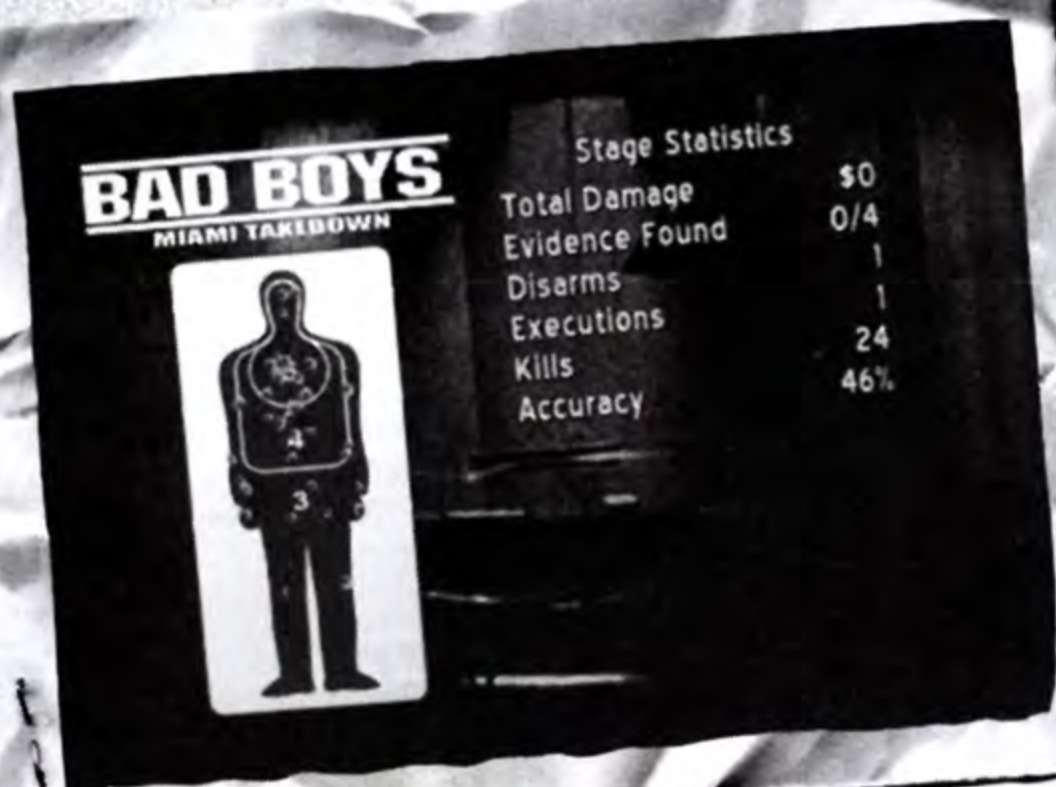
The best cops try to keep the kill count down, and the arrest count up.

To arrest and disarm criminals, shoot them in the hands. They will go down, hands above their heads and drop their weapons on the floor. Feel free to use their dropped weapons; they won't need them where they're going. Try not to shoot criminals after arresting them; there is nothing worse than a maniac cop, executing criminals in police custody.

YOUR PARTNER

Sometimes the investigation will get tough, that's when you'll need the backup of your partner. He'll cover your back, but you better make sure you cover his. If he dies then your investigation will be over.

INVESTIGATION RESULTS SCREEN



At the end of every stage the quality of your police work will be examined.

Total Damage - The total damage in dollars that your Bad Boy police work has caused. If you cause too much damage Captain Howard is gonna be mad!

Evidence - The number of pieces of evidence that you have collected.

Disarms - The number of criminals you have disarmed and arrested.

Executions - The number of disarmed and arrested criminals that you have killed.

Kills - The number of criminals you have killed.

Accuracy - Your shooting accuracy.

You will receive a rating from Perfect Cop, when your police work is exemplary to Bad Boy Cop, when your work has been more destructive.

Captain Howard will debrief you afterwards. You know how he gets, just hope that he doesn't get too crazy...

SAVING AND LOADING

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

After completing a stage the game can be saved. All other game data including cheats and preferences are also saved.

To save a game, ensure your memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1. A prompt will be displayed asking if you wish to save your game. Choose to save your game. Your game data will now be saved.

To load a game, ensure your memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1 before loading the game. A prompt will be displayed asking if you wish to load your game data. Choose to load your game. On the Main Menu select Continue Game. Your game data will be used and you will start playing at the beginning of the level.

To replay a stage you have previously completed, ensure your memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1 and that you have previously loaded your game data. On the Main Menu select Quick Game. Select any stage you wish to replay.

WEAPONS

PISTOLS

45c -

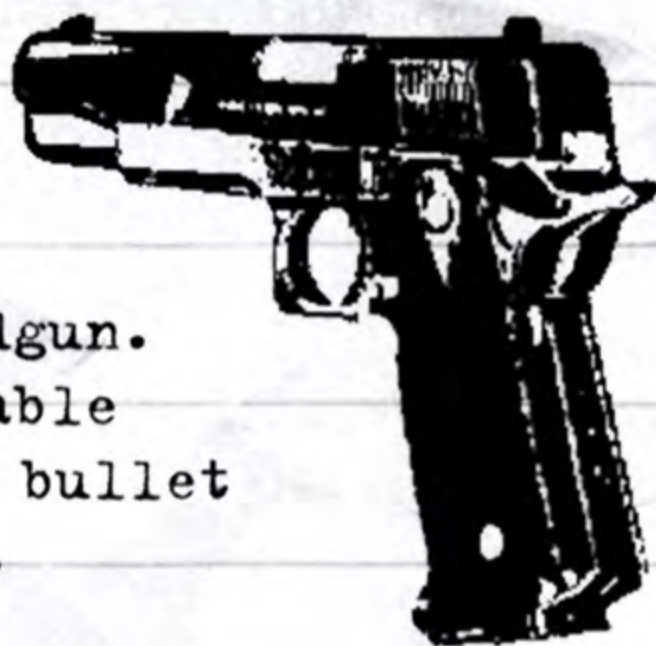
Standard
police

issue handgun.

Very reliable

with a 12 bullet

clip size.



9mm Silenced -

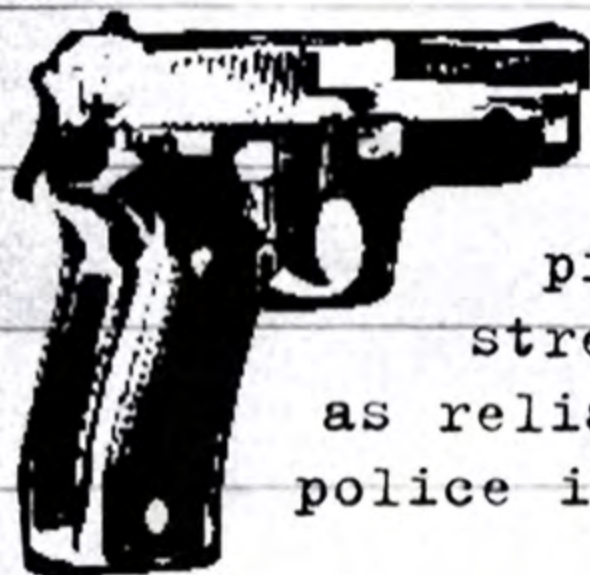
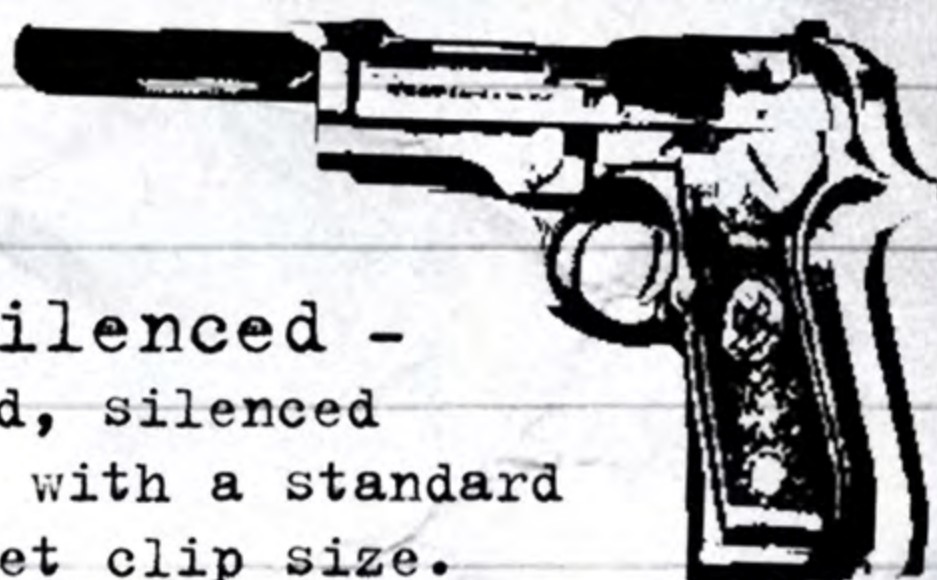
Modified, silenced

handgun with a standard

12 bullet clip size.

Best used when discretion

is called for.



45s - The

average

pistol on the

streets but not

as reliable as the

police issue 45c.



Enforcer -

The most powerful

handgun in the world.

High velocity bullets but

with a poor fire rate.

Another favorite of the more

up-market criminal.

SHOT GUNS

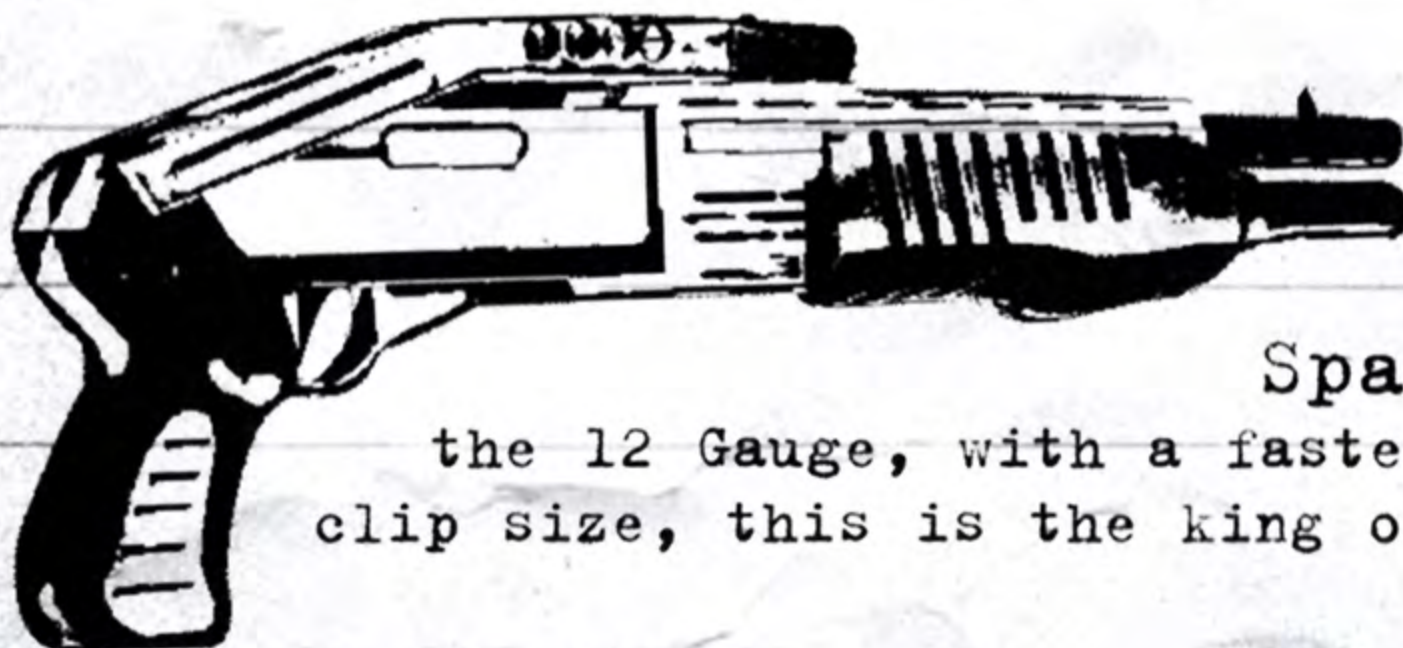
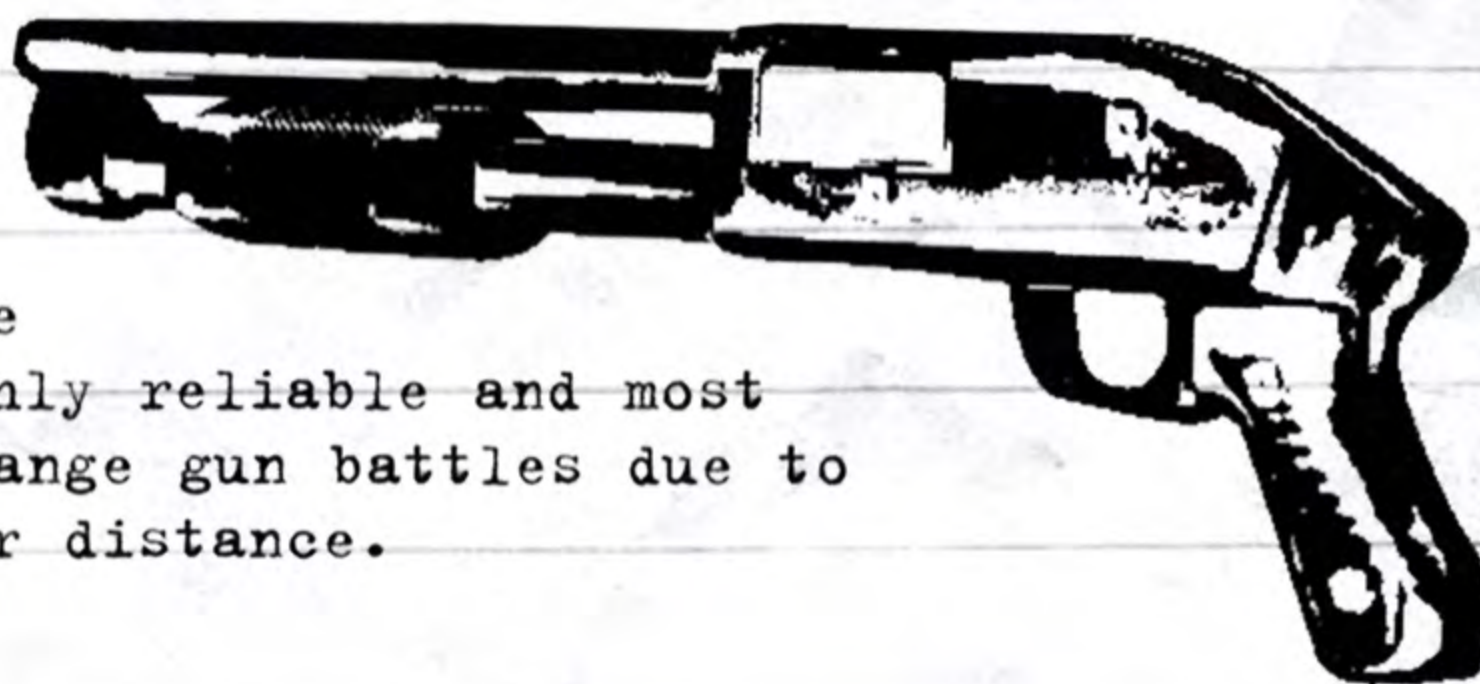
12 Gauge -

The standard police

issue shotgun. Highly reliable and most

useful for close range gun battles due to

its inaccuracy over distance.



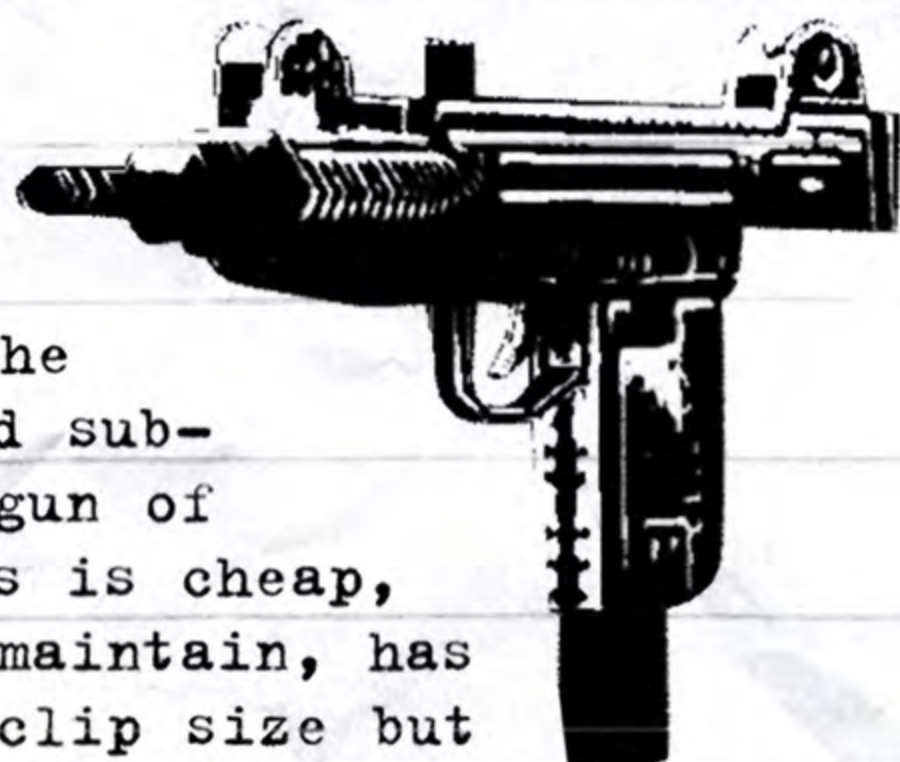
Spaz - More powerful than

the 12 Gauge, with a faster fire rate and larger
clip size, this is the king of shotguns.

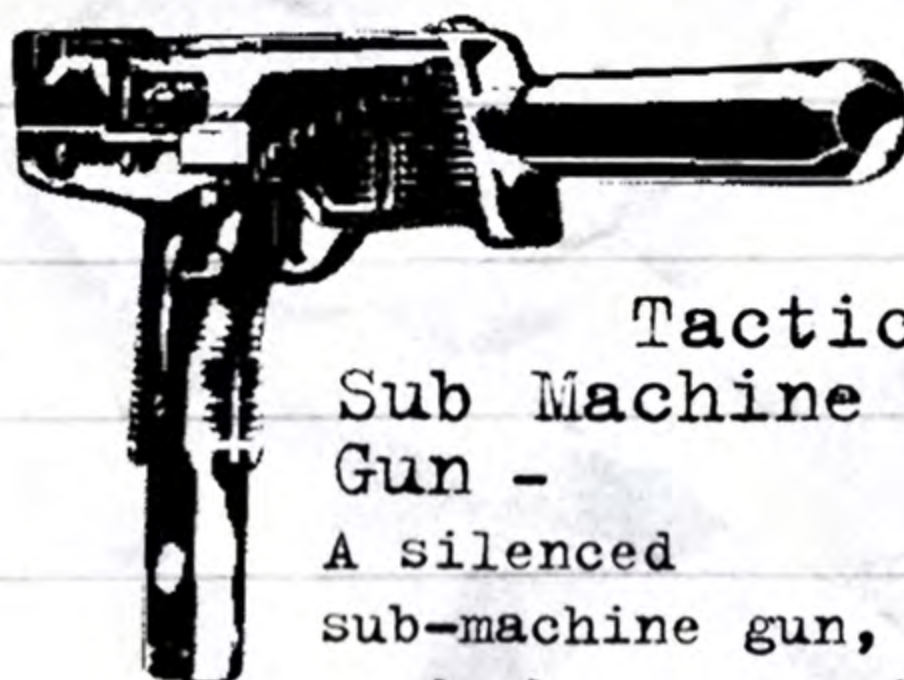
SUB MACHINE GUNS



MP5 - The standard police issue sub-machine, its only negative point is the relatively small clip size.

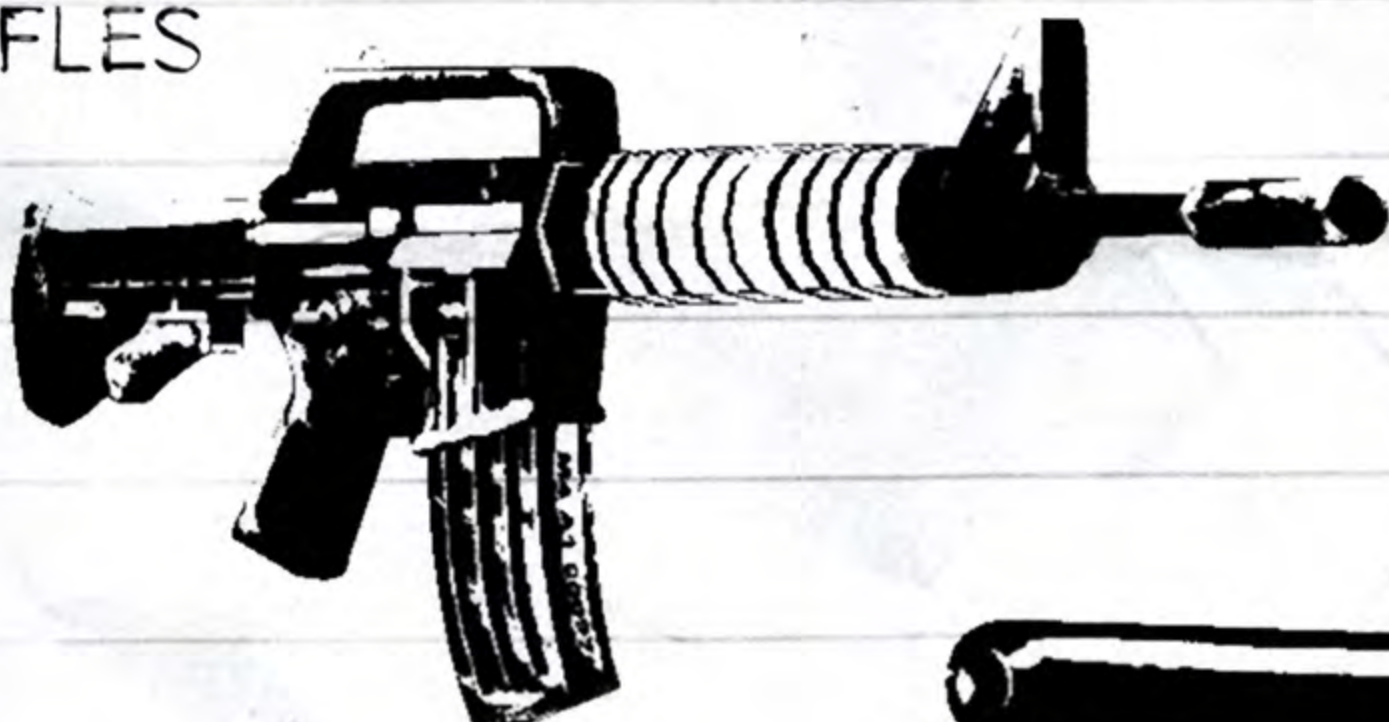


Easy 9mm - The preferred sub-machine gun of criminals is cheap, easy to maintain, has a large clip size but is inaccurate.

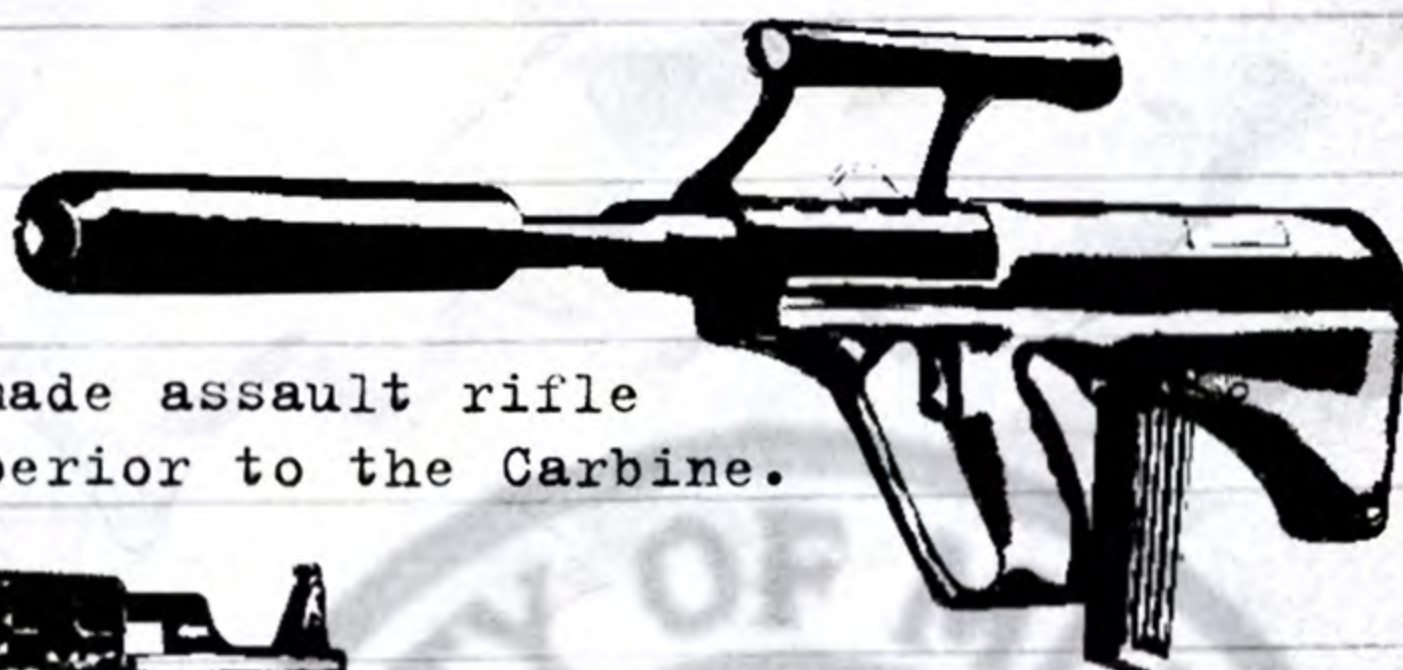


Tactical Sub Machine Gun - A silenced sub-machine gun, used where surprise is advantageous.

RIFLES



Carbine - The standard police issue assault rifle, is both powerful and accurate and well regarded in the force.



Steygeur - A well-made assault rifle that is marginally superior to the Carbine.



AK - The cheapest assault rifle on the streets, is generally a good all rounder, but has a suspect aim.



Sniper Rifle - The only weapon that is accurate over massive distances. Highly powerful, but with a long reload time; it can only be used in the most special of circumstances.

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Times" by J. Costello, D. Hiker

and A. Brown © OneMusic

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Customer Support:

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.

BAD BOYS II

OUT NOW ON 



EXPLOSIVE DOUBLE DISC SET LOADED WITH SPECIAL FEATURES:

- Deleted Scenes • Production Diaries • Scene Deconstruction
- Stunts and Visual Effects Featurettes • Storyboards
- Jay Z "la-la-la" Music Video

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